

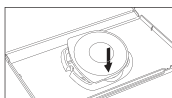
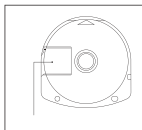
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the TV screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

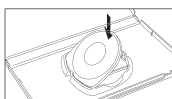
Use and handling precautions

- This disc is PSP format software and is intended for use with the PSP handheld entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with PSP handheld systems marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick® Duo or Memory Stick® PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP handheld system's wireless network feature to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP handheld system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCEA will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc unit it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side unit it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

At the close of the Second Century
in China, chaos reigns. It is a time of
turbulence. It is a time of Heroes.
And it is time to put your might and
intelligence to the test, to seize
the glory of the moment!

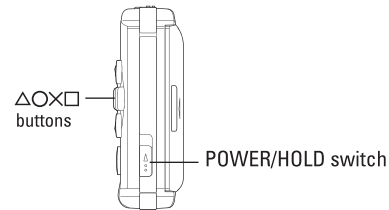
Gather in Battle, Rival Warriors!

Contents

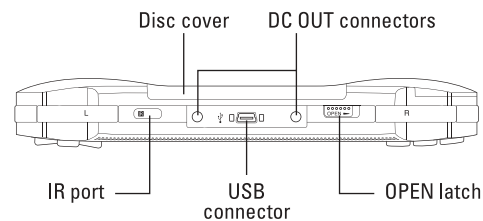
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GETTING STARTED

Right side view



Front view



Set up your PSP™ handheld entertainment system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the Dynasty Warriors® UMD™ disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP handheld's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP handheld to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD while it is playing.

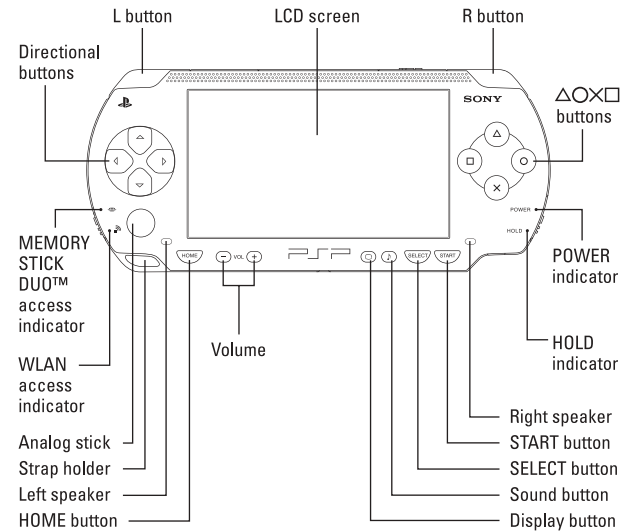
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP handheld. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

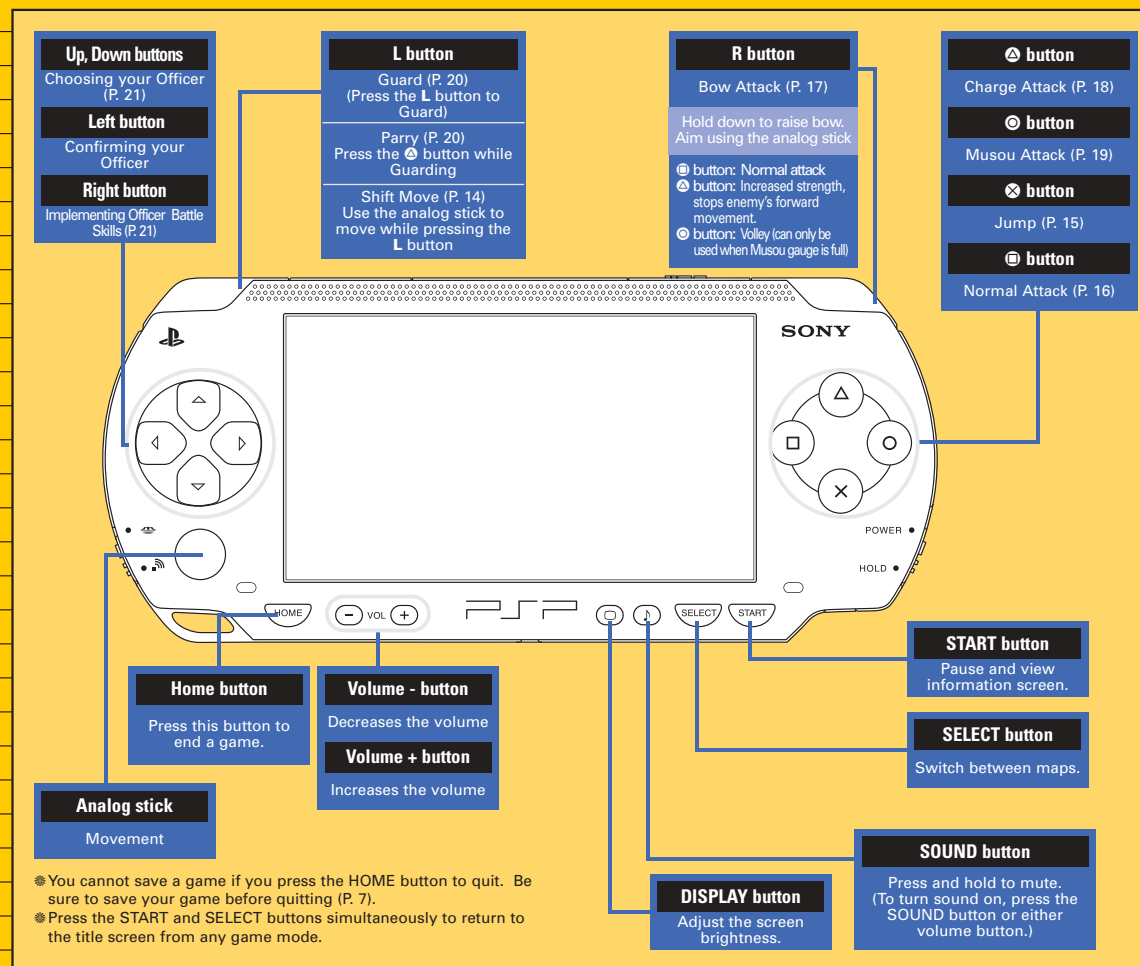
STARTING UP

PSP™ handheld entertainment system configuration



STARTING THE GAME

Game Controls



SECTION 1 Basic System

DYNASTY WARRIORS

STARTING THE GAME

Starting the Game

Setting Up

- 1) Insert the Dynasty Warriors disc.
- 2) Insert the Memory Stick Duo™ into the Memory Stick Duo™ slot.
- 3) Turn the power on.
- 4) Press the START button during or after the intro movie to go to the title screen.
- 5) At the title screen, press the START button once again to see the Main Menu.

A "Memory Stick Duo™" is necessary to save game data. At least 640 KB of free space is required to save game data. For more information, see the manual that came with your PSP. This game is also compatible with "Memory Stick PRO Duo."

Select Game Mode

When the Main Menu appears, select a game mode (P. 8).



Musou mode is the main game mode.

Saving

Save game data during play.

◆ Save after clearing a stage

After the stage results screen appears, the game will ask whether you wish to save.



You may save up to 8 games.

◆ Save in the middle of a stage

After conquering an area, select "Save Battle" from the Tactical Screen (P.28). Only 1 game may be saved this way.

Loading

Continue a previously saved game.

◆ Loading a game saved after clearing a stage

Select Musou Mode from the Main Menu. Select "CONTINUE" and select data to resume play.



Continue playing until you fulfill your quest for dominance.

◆ Loading data saved in the middle of a stage

Select CONTINUE from the Main Menu. If you save the game at the end of the stage, this data will be overwritten.

SECTION 1 Basic System

DYNASTY WARRIORS

STARTING THE GAME

Menu

Select a game mode from the menu.

Musou Mode

Choose the force for which you will fight. The stages and characters available will change according to the force you choose. Next, choose your character (P. 8-9). If you have saved data, you can choose either NEW GAME or CONTINUE.

◆ The Forces

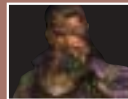
You can choose to fight for the forces of one of the Three Kingdoms: Wei, Wu, or Shu. As you progress through the game, you will be able to choose from more forces and characters.

Control Life Attack Defense Growth Ratio

Kingdom of Wei
魏

Heroes of uncommon bravery. The warriors of the Kingdom of Wei are led by Cao Cao, in an intense conquest to rule all of China.

Xiahou Dun



25 88 94
91 87

Dian Wei



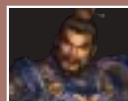
24 99 96
75 94

Xu Zhu



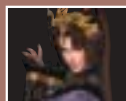
24 98 97
82 87

Xiahou Yuan



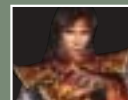
25 87 93
93 87

Zhen Ji



25 91 80
91 98

Zhou Yu



28 77 78
95 98

Lu Xun



27 86 81
96 89

Kingdom of Wu
吳

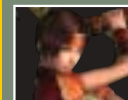
Founded by Sun Jian and expanded by his sons, Wu is supported by both veteran officers and fresh young talent.

Taishi Ci



25 96 95
81 88

Sun Shang Xiang



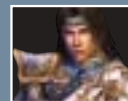
24 88 89
92 95

Gan Ning



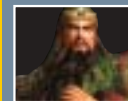
25 90 93
85 92

Zhao Yun



25 85 95
90 90

Guan Yu

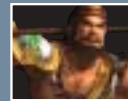


26 90 96
82 88

Kingdom of Shu
蜀

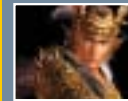
Liu Bei and his loyalists dream of restoring the former glory of the Han Dynasty.

Zhang Fei



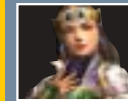
25 98 98
80 84

Ma Chao



25 88 97
85 90

Yue Ying



26 85 83
93 95

Menu

Free Mode

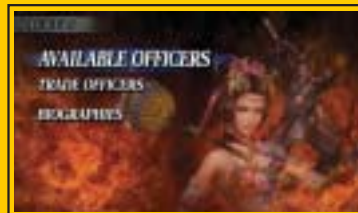
Select a scenario to play. The scenarios and characters available will increase as certain conditions are met in Musou Mode.



If Musou Mode feels a bit difficult, train your character in Free Mode.

Officer Camp (P.32)

Read descriptions of officers, and exchange officers under your command with other players.



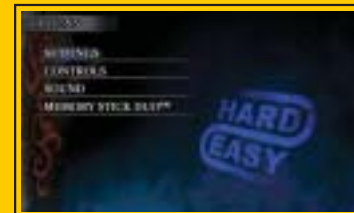
Get rare officers and have them all at your command!

Continue

You can continue a game saved in the middle of a stage. This will be an option only if you have selected SAVE BATTLE while playing in Musou or Free Mode.

Options

Set game options and configure controller buttons.



Configure the game to match the way you play.

Items in red are default settings.

◆ Settings

DIFFICULTY Set game difficulty (EASY/**NORMAL**/HARD/CHAOS)

ENEMY STRENGTH Displays enemy's strength over character's head (ON/**OFF**)

◆ Controls

CONTROL INPUT Select a control input method (**ANALOG STICK**/DIRECTIONAL BUTTONS)

* When this is set to DIRECTIONAL BUTTONS, "Instructing Your Officer" (P. 21) is performed with the ANALOG STICK.

BOW CONTROL Set targeting method for aiming a bow (**REVERSE**/NORMAL)

SETUP Reassign buttons on game controller

◆ Sound

BGM VOLUME Set volume of background music (15 levels)

SE VOLUME Set volume of sound effects (15 levels)

◆ Memory Stick Duo™

SAVE Save settings, character development levels, and other data.

LOAD Load saved game data

ON THE BATTLEFIELD

The Battle Screen

Life Meter

Displays your character's remaining life. When you sustain damage, your life decreases and the bar changes color. If it drops to zero, the game ends.

Stage Experience

Shows character's development level. Defeat enemies and acquire experience points and the number will increase. (P. 27)

Musou Gauge

When full, your character can use a Musou Attack. (P. 19)

K.O. Count

Displays the number of enemies defeated.

Troop Information

Fighting Spirit (P. 29)

Number decreases by 1 whenever the gauge decreases. When it falls to 0 and the gauge is completely depleted, control of that territory will change hands.

Fighting Spirit Gauge

Will decrease when your own army suffers a defeat. Will increase if reinforcements arrive. Gauge will change colors as it decreases (green > yellow > red).

Morale

Shows your army's morale. Will increase if you win a battle. If your morale is high, it will be to your advantage in battle.

Your Troop's Information

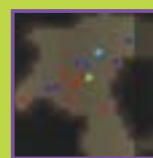
Enemy Troop Information

Supplies Gauge

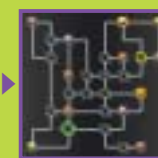
Displays your army's remaining supplies. Gauge decreases as time passes. The game ends if it reaches 0.

Map

Press the SELECT button to toggle between Area and Complete Maps.



Area Map



Complete Map

Player's current position

Ally Stronghold (in Blue)

Enemy Stronghold (in Red)

Battle Message

Press the START button, open the Information screen, select History and previous battle messages can be viewed.

Experience Points Bonus

Get more than 10 combo hits or a high "KO Blow" (critical hit) when defeating an enemy to earn bonus experience points.

Officer

Shows your army's officers.

Enemy Life Meter

Shows the remaining life of the enemy you are fighting. Decreases when the enemy takes a hit. When it reaches zero, the enemy is defeated. (In Option, you can turn the meter that appears over the enemy's head on and off.

Enemy Information

Displays the name of the enemy soldier/officer, army, and level.

* Press the START button to see the Information screen and pause the game.

Move

Move

Analog Stick



Character moves in the direction the analog stick is pushed.

You can select directional buttons to control motion in the Options.

Shift Move

L button+ Analog Stick

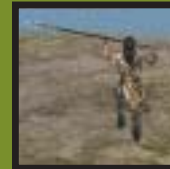


Character moves while always facing forward.
Press the **L** button to switch the camera angle from behind the character.
Hold the **L** button and use the analog stick to move the character.

Best used when surrounded by enemies or trying to attack a specific enemy. A shift move can also be used while mounted on horse or elephant and while using a bow.

Jump

⊗ button (+ Analog Stick)

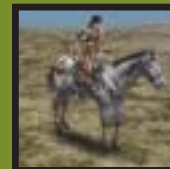


Press the ⊗ button to jump. Use the Analog stick at the same time to jump in a particular direction. The height of the jump depends on how long the ⊗ button is held down.

Characters cannot jump while mounted on a horse or an elephant or while using a bow.

Mount/Dismount

⊗ button (Next to or on top of a horse or elephant)



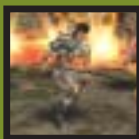
When a character is next to a horse, press the ⊗ button to mount it. While mounted, press the ⊗ button to dismount. If a horse is running when you dismount, the character will jump off.

Though elephants are not very fast, they are powerful and can blow away your enemies.

Attacks

Normal Attack

 button

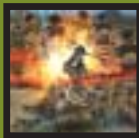


Normal attack. Press repeatedly to perform a consecutive attack of up to 4-6 blows.

Number of consecutive attacks is determined by the Experience Level.
Level 1-3: 4 consecutive attacks, Level 4-6: 5 consecutive attacks, Level 7-10: 6 consecutive attacks

Dash Attack

 button (while running)



Attack with a forward thrusting motion. Effectiveness and type depend on each character.

Can be used after running 7 steps or more.

Jump Attack

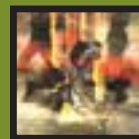
 button (while jumping)

Attack enemies while jumping.

A Jump Attack can be used to knock enemies from their steeds and to escape when surrounded.

Jumping Charge Attack

 button (while jumping)

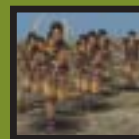


Upon landing, a character will perform a Charge Attack. Effectiveness and type depend on each character.

It is effective when facing a large number of enemies. Be careful, as the character will be virtually defenseless while in the air.

Bow Attack

R button +  button/ button/ button



Attack with bows.

While holding down the R button, use the analog stick to take aim and fire using an attack button.

 button: Normal Bow Attack

 button: Takes slightly more time, but hits with more strength and paralyzes enemies.

 button: Fires shots in rapid succession (Only works when the Musou Gauge is full)

Mounted Horse/Elephant Attack

// button (on a horse/an elephant)

Attack while mounted on a horse or an elephant.

Can perform Charge Attack and Musou Attack when mounted.

Attacks

Charge Attack

△ button

Perform a powerful attack unique to each character.
Combine with normal attacks to produce various kinds of combo attacks.
Number of combination with normal attacks is determined by officer's Experience Level.

Level 1-3	△ button
	□, △ button
	□, □, △ button
	□, □, □, △ button
Level 4-6	□, □, □, □, △ button
Level 7-10	□, □, □, □, □, △ button

For Example: □, △ button

Throw the enemy into the air. Execute consecutive attacks while the enemy is in the air.



Musou Attacks

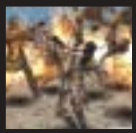
You can perform the Musou Attack when the Musou Gauge is full. The Musou Gauge is charged when the following occurs:

The character inflicts damage on an enemy.	An enemy inflicts damage on the character.
Character's Life Meter becomes red.	The Circle button is held down.

When the Musou Gauge is full, the character's body glows.

Musou Attack

⊙ button



Uses the character's special technique to attack. As long as the ⊙ button is pressed down, the attack will continue until the Musou Gauge is depleted.

Enemy attacks will not affect the character during his/her Musou Attack.

True Musou Attack

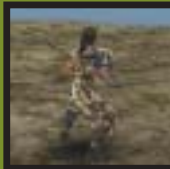
⊙ button (when the Life Meter turns red)

A more powerful Musou Attack.
As long as the ⊙ button is pressed down, the attack will continue until the Musou Gauge is depleted.

Defense

Guard

L button



Guard against frontal attacks. Press the **L** button to shift the view-point behind character. Hold down the **L** button to continue guarding.

Also guards against bow attacks.

Parry

△ button (while guarding)

Knock away an enemy attack.

While using the **L** button to block an enemy attack directly in front of you, time it right and press the **△** button to have your character push back the enemy.

Somersault

L button (while in the air)

Regain control after being thrown into the air by an enemy attack.

If the somersault is successful, your character will land upright and be able to attack immediately. However, there are some attacks that will prevent you from doing a somersault.

Instructing Your Officers

Select an Officer

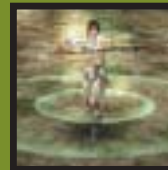
Directional buttons up and down



Choose an officer to execute Skills.

Execute Skills

Directional buttons right



Execute Skills (P. 35) that Officers acquire. Executed Skills cannot be used for a certain period of time. The time that Skills are not available varies by skill.



Skills available



The character's image gradually brightens. Skills are available when the fire appears behind the character's face.

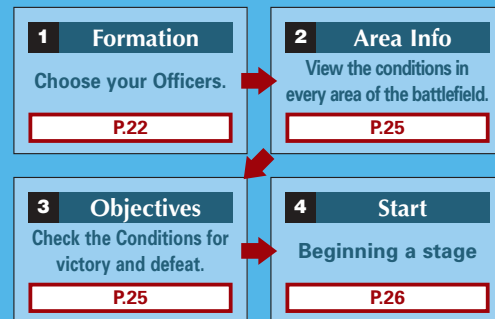


Skills unavailable

CLAIM YOUR DOMAIN

Preparing for Battle

The Information screen will appear at the start of a stage.
You can do the following at the Information screen.



Army Formation

◆ The role of your Officers

- Fights on your side.
- Provide backup with Abilities, and Boost your character on the battlefield.
- Helps with Battle Skills.

◆ Choosing your Officers

You may take up to 4 Officers to battle, but the added ranks of the selected Officers cannot exceed the player's control value. If the Officer's birthplace or weapon type is the same as the player's, the rank will decrease by 1 each (rank value is blue).

Player	Sun Shang Xiang (Birthplace: Yangzhou; Weapon: blade)
Officer	Zhou Yu (Birthplace: Yangzhou; Weapon: blade)

Zhou Yu's Rank is 18, but since birthplace and weapon type are the same as the player's, his Rank is reduced to 16.

Officer's Rank

Officers' added Ranks / Player's Control

Characteristics

- Life
- Attack
- Defense
- Growth Ratio
- Ability
- Boost
- Skill

Deployed Officers

Stages Available

This may be up to 4 people. Also, the Rank Total must be less than the Player's Control.

This number decreases by one when the Officer enters battle. It will increase when the player clears a stage (P.31).

Ability (P. 34)

"Field Medic" will restore your life in each battle, "Antidote" will keep you from being damaged in Poison Swamps. Such Abilities last during the whole stage.

Boost (P. 34)

Features that mainly boost the player's abilities in battle. For example, the "Fire Attack" covers an enemy in flames during a Charge Attack, other features start each battle with the player on horseback.

Skill (P. 21, 35)

Skills such as "Berserk" or "Firearrow" have immediate and limited effect in battle. They are triggered by your deployed officers.

The kind of Ability, Boost, Skill vary by officer. There are some officers that do not have any of these features.

Number of available Officers increases as they join you after each stage is cleared. (P. 31)

Preparing for Battle

◆ Choosing your Officers

Quality Or Quantity?

The number of officers you can deploy in battle is determined by the Player's Control value and the Officer's Rank (p.23). Stronger Officers have higher Ranks, you have to decide whether you will rely on few elite Officers or on sheer manpower.

Few Elite Officers



You can rely on these veterans in battle, but you will have only few battle skills at your disposal. Think of your Officer as a partner you can depend on, and save his Skills for emergencies. The Growth of your Officers is tied to the Growth of your character.

Many weaker Officers



It is to your advantage to be able to use a lot of Skills. If you combine and choose Abilities and Boosts, you can effectively raise your character's strength. Make sure your Officers are not defeated in order to keep this advantage in battle.

Recovery is Indispensable

To recover your life, you either must reach one of your own supply depots, or use your Officers' Skills (there are no recovery items on the battlefield). Always deploy at least one Officer with a recovery Boost or Skill to use in a pinch.

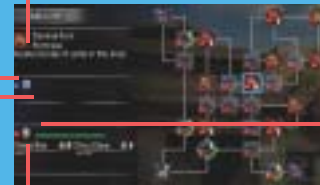
Battlefield Information

A Stage is divided into several Areas. Select command, Area Info, and move the cursor over a particular area, and Information about that area and the unit within it will appear. Press the button and detailed information about the unit in an area will appear.

Your Army's Morale

Area Information

Area features and affiliation. Ally=blue. Enemy=red.



Enemy Unit

Your Unit

Enemy Morale

Conditions for Victory and Defeat

Select Objectives to view the Stage's conditions for victory and defeat.



Be careful not to run out of supplies. Plan your advance carefully, choosing the right route.

SECTION 3 Rules of the game

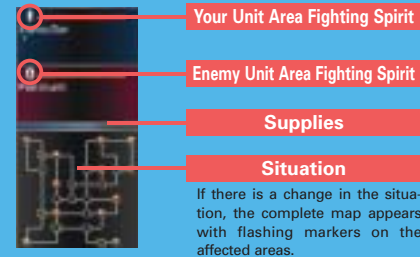
DYNASTY WARRIORS

CLAIM YOUR DOMAIN

Preparing for Battle

Advancing Through a Stage

Stages are divided into a number of Areas. Take control of enemy Areas, and aim at the enemy Main Camp.



Supplies and Life Recovery

If you run out of supplies, the game is over.

◆ Causes for supply shortages

- Time passes
- The player recovers at a supply depot
- Your army's supply depots are taken over

◆ How to increase your supplies

- Take over your enemy's supply depots

◆ How to recover your officer's life

- Move your army to one of your depots (will decrease supplies)
- Use your Officer's Battle Skill "Recovery" (will decrease Morale)

Battle Experience

The player, together with his Officers, will earn Experience by defeating the enemy. Experience will accumulate and raise the Experience Level up to a maximum of level 10. When gaining a level, your character's number of continuous attacks and his strength will increase. Furthermore, upon clearing a stage, his abilities will increase according to the character's Experience Level (P. 30). When you begin a new stage, your Experience Level will return to 1.

The Rules of Battle

(How to look at) The Tactical Screen

In the Tactical Screen, choose which area you will advance to while keeping track of battlefield conditions.

Cursor (Light Blue)

Area links

- One way route
- Blue:** Rivers (Time, morale decreases)
- Brown:** Mountain Paths (Time, life, morale decreases)

Enemy Main Camp

Enemy area

- Unit
- Patrol Unit (no officers present.) Blinks during a battle

Area where the player is (Green)

Numerals represent number of units

	Ally	Enemy
Main camp		
Large depot		
Small depot		
Fortress		
Fort		
Open field		

Ally Army (blue)

Enemy Army (red)

◆ Looking at the Area Details

Unit Morale

When many ★s are displayed, morale will be higher and fighting spirit will be greater.

Number of Officer Attached to Unit

Area Fighting Spirit

In the case of your own army, the Fighting Spirit that the player unit had when it entered battle will flash.

Units in the Area

Increasing and Decreasing Fighting Spirit

The Fighting Spirit in an area is determined by its facilities and by unit Morale.

Unit	+(Unit Morale total)	Fort	+2
Fortress	+4	Main camp	+4

The number of ally and enemy units an area can hold varies, but the player unit can always enter. If the player unit enters an area that already contains the maximum number of allied units, one allied unit will move to an adjacent Area.

How far will you advance?

Although you need to seize control of the area that contains the enemy Main Camp in order to clear a stage, it is dangerous to simply pick the shortest route to that area. There are several units surrounding the Main Camp, and a number of very strong officers are Guarding it. Instead of heading toward the Main Camp immediately, you ought to fight battles repeatedly in other areas and level up your officer. If you take too much time, there is the danger that you will run out of supplies. Take the location of the enemy's depots or forts into account and plan your advance carefully.

Save Game in Progress

You can save a battle by selecting Save Battle from the Commands on the Tactical Screen. To continue the battle where you left it, select RESUME from the Main Menu screen (P. 8).

You cannot save the game to save during Area battles.

SECTION 3 Rules of the game

DYNASTY WARRIORS

CLAIM YOUR DOMAIN

Results

Upon clearing a stage, you will see the results of that stage, including Player Experience and Score obtained, new officers you have acquired, and more.

Even if you have not succeeded in a stage, you can still acquire Officers and obtain a Score.

Player Experience

Acquired Points are decided according to the player's and Officer's Experience level. The player's ability will increase according to these Acquired Points.

Experience Level will return to 1 when you continue to a new stage.

Player's Acquired Points

Development Level X20

Officer's Acquired Points

Development Level X Rank
There are 6 Ranks from SS – D.



Player Ability

May be up to 2X the starting Development Level. If it reaches this upper limit, it will be displayed in red.

Ability Rise

This number represents total acquired points divided by 100. Numbers less than 1 will be thrown out.

Total acquired points

The Officer's ability level does not change. Even if you use and develop an officer as the player character, and then later use the same character as a Officer, its ability level will remain at its original level.

Score

You obtain your Score according to your activity during a stage.



Evaluation after clearing Musou Mode is determined by your total Score.

Earned Officers

Officers will offer their services to you, increasing their number of turns. The higher the Score, the more likely it is that excellent officers will volunteer.



Number of Turns Gained

Number of turns
earned this time.

Number of Turns Available

Total number of stages the Officer can join the player (maximum is 9). Only officers with a number higher than 1 can join.

On to the next stage...

At the Earned Officers screen, press the  button and you will be asked if you wish to SAVE (P. 7). Continue to the next stage.

EARNING FRIENDS

Officer Camp

You can gather information about Officers, and exchange Officers with other players.

Officers

You can see all the Officers who can take to the field.



Strong-hearted warriors who are there to support you.

Exchanging Officers

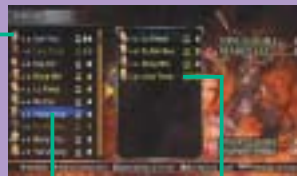
Officers can be exchanged via Memory Stick Duo™ with other players.

◆ Offering Officers

- 1) Choose "Offer" in the "Trade Officer" menu. You will be asked to save in order to select the Officers you wish to trade.
- 2) Choose Officers to be offered to another player from your list and press the button to add them to your selection window. Press the SELECT button to switch to the selection window and cancel individual Officers by pressing the button.

Officers List

A list of the Officers currently in service. If the officer is offered for service, the number of turns will decrease by 1 (P. 31).



Cursor

Whenever you press the SELECT button, the cursor will move from Officers List to Offers List.

Offers List

A list of Officers offered by other players. If the officer is returned to the Officer List, the number of turns will increase by 1.

- 3) Press the button to confirm your selection. If you press the button instead, your selection will be undone and you return to the "Trade Officers" menu.

◆ Receiving Officers

- 1) Chose "Receive" in the "Trade Officers" menu.
- 2) Insert another players Memory Stick Duo™ with Officers selected for exchange.
- 3) Choose Officers you wish to receive and press the Button to incorporate them into your Officer list. Press SELECT to switch to the Officer list and cancel added Officers by pressing the Button.
- 4) Press the Button to confirm your selection. If you press the Button instead, your selection will be undone and you return to the "Trade Officers" menu.
- 5) Insert your own Memory Stick Duo™ to complete the Exchange.

Warning: If you insert the other player's Memory Stick Duo™ again, you will overwrite his/her data with yours.

Biography

Shows a list of Officers you had in command so far. Displays a detailed history of each Officer.

Player characters will not appear in the Biography as long as they have not joined as officers after a stage was cleared.



If you know more about your Officers, you can deploy them more effectively.

SECTION 5 List of Officer Skills

DYNASTY WARRIORS

Ability

Characteristic	Notes
Ferryman	Morale will not drop even if there is a river between areas
Ranger	Morale and Life will not drop even if there are mountains between areas.
Sunny Boy/Lady	Rain will not fall the vast majority of the time.
Ordinance	Quantity of Supplies increases when storehouse is captured
Steward	Supplies will not decrease when Life is restored
Field Medic	At the end of an area battle, life is restored by 20.
Antidote	Does not sustain damage when exposed to the Poison Swamp
Iron Man	When attacked, he will be restored even without going to a fort or your Main Camp.
Instructor	Camp Development of all officers in a unit becomes faster.

Boost

Characteristic	Notes
Attack -	Commander attack -5
Attack +	Commander attack +5
Attack ++	Commander attack +10
Defense -	Commander defense -5
Defense +	Commander defense +5
Defense ++	Commander defense +10
Life -	Commander life and Musou gauges -30
Life +	Commander life and Musou gauges +30
Life ++	Commander life and Musou gauges +50
Growth -	Commander development -5
Growth +	Commander development +5
Growth ++	Commander development +10
Enlarge	Increase weapon reach by 150%
Red Hare	Allows Commander to ride Red Hare
Hex Mark	Allows Commander to ride Hex Mark
Storm Claw	Allows Commander to ride Storm Claw
Shadow	Allows Commander to ride Shadow
Horse	Allows Commander to ride horseback
Elephant	Allows Commander to ride elephants
Fill Musou	Musou Gauge recovers gradually
Healing	Ally's life restored automatically (effect is small)
Healing +	Ally's life restored automatically (effect is large)
Fire atk	Unleash a Charge Attack with flames
Elec atk	Unleash a Charge Attack with lightning
Vorpal atk	Unleash a Charge Attack with a slash
Ice atk	Unleash a Charge Attack with ice
Blast atk	Unleash a Charge Attack with additional rage
Poison atk	Unleash a Charge Attack with poison
Fire atk +	Unleash a Charge Attack with flames
Elec atk +	Unleash a Charge Attack with lightning
Vorpal atk +	Unleash a Charge Attack with a slash
Ice atk +	Unleash a Charge Attack with ice
Blast atk +	Unleash a Charge Attack with additional rage
Poison atk +	Unleash a Charge Attack with poison

Skill

Characteristic	Notes
Recovery	All ally officers' life restored by 20
Recovery +	All ally officers' life restored by 50
Recovery ++	All ally officers' life restored by 100
Strike	All ally officers' attack power increased for 20 seconds
Strike +	All ally officers' attack power increased for 30 seconds
Strike ++	All ally officers' attack power increased for 30 seconds, Musou gauge completely restored
Shield	All ally officers' defense increased for 20 seconds
Shield +	All ally officers' defense increased for 30 seconds
Shield ++	All ally officers' defense increased for 30 seconds, Musou gauge completely restored
Speed	Speed increases for 30 seconds
Speed +	Speed increases for 60 seconds
Speed ++	Speed increases for 90 seconds
Musou max	Musou gauge restored to maximum (long interval between uses)
Musou max +	Musou gauge restored to maximum (short interval between uses)
Rally	Restores your army's Fighting Spirit (small effect)
Rally +	Restores your army's Fighting Spirit (medium effect)
Rally ++	Restores your army's Fighting Spirit (large effect)
Roar	Reduces enemy's Fighting Spirit (small effect)
Roar +	Reduces enemy's Fighting Spirit (large effect)
Ice crystal	Freezes all enemies within a range of the officer performing the attack (narrow area)
Ice crystal +	Freezes all enemies within a range of the officer performing the attack (wide area)
Firearrow	For 30 seconds, all allied units can use powerful flaming arrows. Not effective in rain.
Firearrow +	For 60 seconds, all allied units can use powerful flaming arrows. Not effective in rain.
Fire attack	All allies and enemies inflict damage at a uniform pace. No effect during rain. Effect on defenses is great if you use it near facilities
Rain dance	Causes rain, preventing fire attacks
Dispel	Negates all enemy Battle Skills (long interval between uses)
Dispel +	Negates all enemy Battle Skills (medium interval between uses)
Dispel ++	Negates all enemy Battle Skills (short interval between uses)
Sacrifice	Gives own Life to restore commanders Life (up to 20)
Sacrifice +	Gives own Life to restore commanders Life (up to 250)
Slow	Slows down the enemy unit for 20 seconds
Slow +	Slows down the enemy unit for 30 seconds
Fire spell	All the commander's attacks include a flame technique for 15 seconds
Elec spell	All the commander's attacks include a lightning technique for 15 seconds
Vorpal spell	All the commander's attacks include a slashing technique for 15 seconds
Ice spell	All the commander's attacks include an ice technique for 15 seconds
Blast spell	All the commander's attacks include a rage technique for 15 seconds
Poison spell	All the commander's attacks include a poison technique for 15 seconds
Berserk	Fighting efficiency increases for 60 seconds
Berserk +	Fighting efficiency increases for 120 seconds

NOTES

